



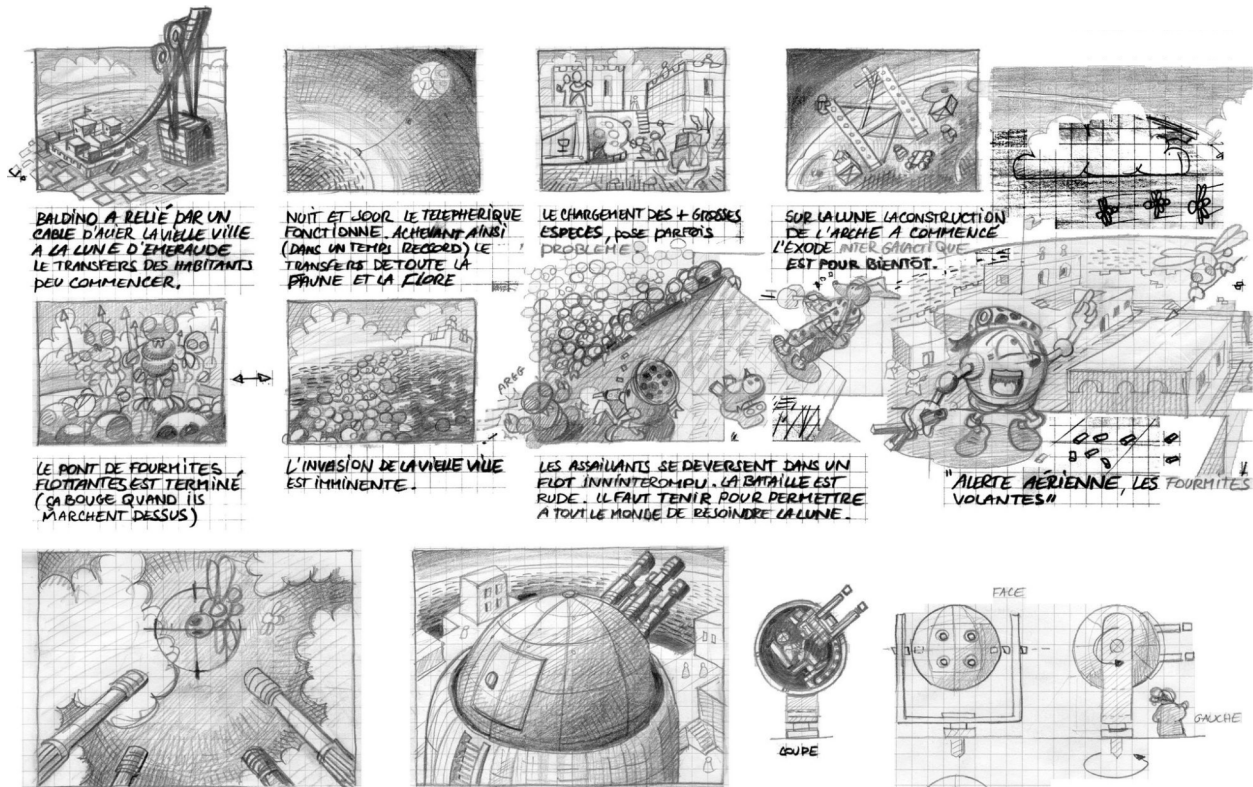
Little Big Adventure 3: The Stellar Entity (*off some press release, illustrative images only)

The former Adeline team are currently looking at plans to create a third adventure in the LBA series! This comes after emails from Frédéric Raynal, Creative Director of LBA, to the online fan community. The storyline of the game has already been written; entitled 'Genesis of the Stellar Entity,' it revolves around the Stellar Entity protected by the Sendells within Twinsun. Adeline says that Twinsen, Zoé and their young son Arthur will all be playable characters in the game, and that the game will have a multiplayer mode .

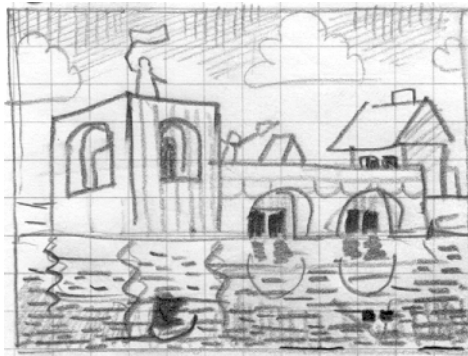
Originally, the plan was to create the game for the Sega Dreamcast, as many of the Adeline team members are now involved in Sega-owned No Cliché. However, since the Dreamcast has now been discontinued, No Cliché has cancelled its current projects (namely, the survival horror title 'Agartha') and is up for sale. This means LBA3 would be an Adeline project and so would be made for PC. LBA3 may take 1-2 years to complete, and will probably be started around 2003.



Interview with Didier on 07/30/2020:

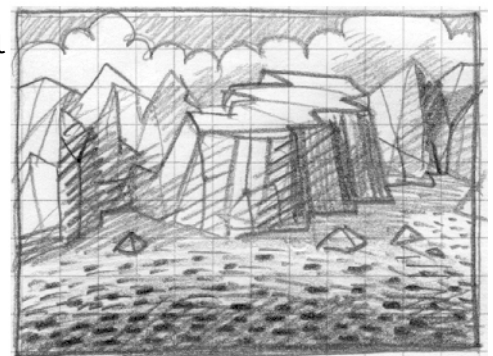


To face an unprecedented cataclysm as well as a new enemy army from the depths of Twinsun, the inhabitants join the Emerald Moon in order to board an arch allowing them to then flee into space !

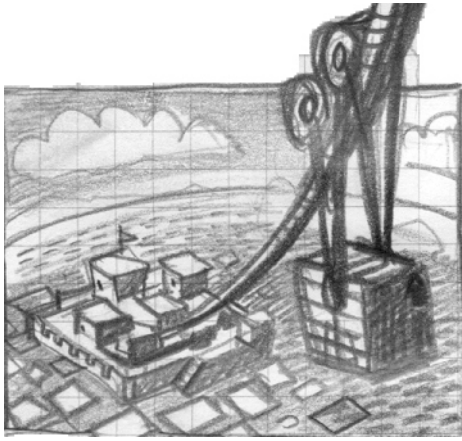


When we started LBA1, we didn't know we were going to do LBA2. But when we finished LBA2, Fred said: "If there is a 3, that would be the last episode of the trilogy"... We were getting fed up with LBA (laughs)... Fred had even found a name: The Genesis of the Stellar Entity. This latest episode would tell the story of the cataclysmic process of mutation that the planet

Twinsun must undergo to release the extraordinary power of the Sendells necessary for the balance of the universe. This irreversible natural process is not without danger for its inhabitants, it will therefore be necessary to find solutions to temporarily secure the population at the height of the cataclysm.



The melting of Hamalayi will trigger a cataclysm on Twinsun. A threat reminiscent of our own melting ice on Earth.

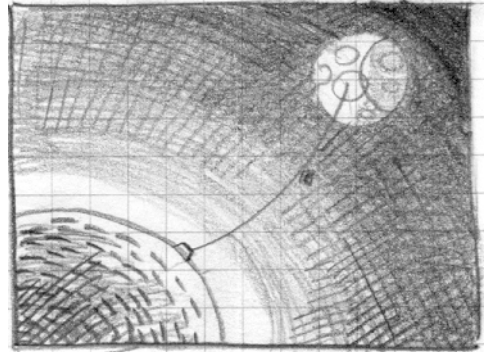


A giant cable car built by Baldino will be directly linked to the Emerald Moon!

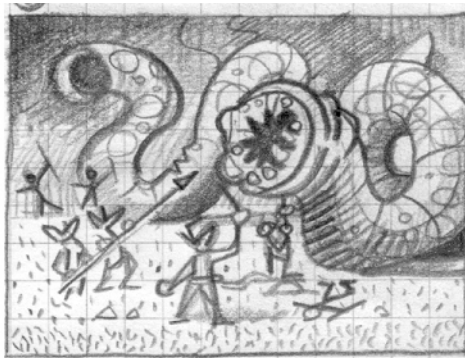
Of course, our friend FunFrock wouldn't be far away, trying one last time to take advantage of the chaotic situation to take power.

A bullshit we also said

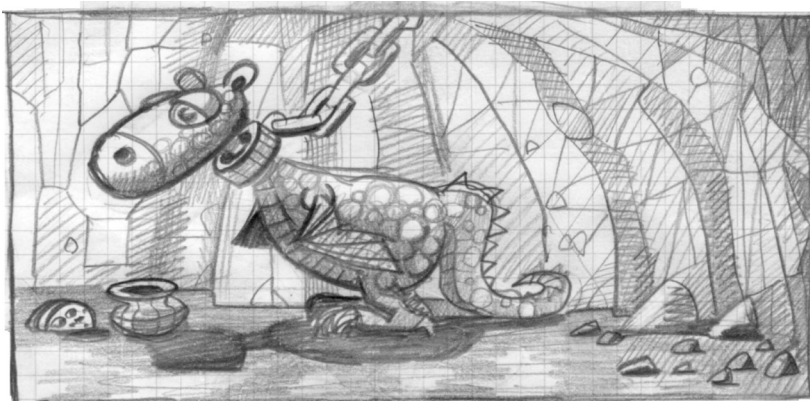
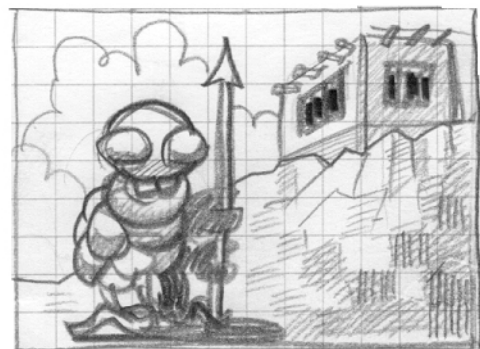
was that during this episode we learn that FunFrock is Twinsen's father (laughs). A gameplay idea had been validated between us, it is to be able to play alternately with 3 characters: Twinsen, Zoe, and their son Arthur.



Giant worm reminiscent of Dune's "Sandworms"

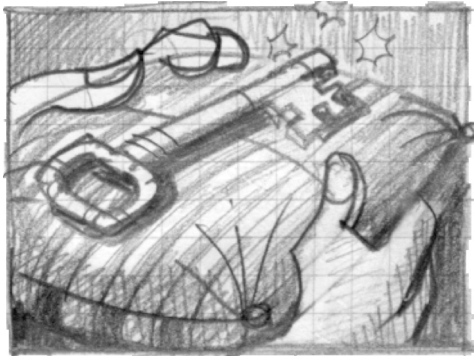


An Ant Guard, the new enemy race of LBA3 from the depths of Twinsun



Dino-fly is in trouble again

The keys to the universe



I want to thank all the fans who are still here after so many years. A lot of times we talk about it with Fred, Seb, Yael, Phil, and other former colleagues, and it's still a mystery to us that we touched people's hearts so hard.

About LBA's Universe in general

Interview with Didier:

It did take a credible opponent in a story denouncing all forms of totalitarianism and personality cult, but it turns out that Twinsen was mostly an anti-hero to begin with. He's a maker who doesn't know that he's a maker in the story. Do you know what I mean ? That was one of the big foundations who were built on the principles of gameplay. So he wasn't a superhero. He was a guy like you and me, after all, and he had to go above and beyond in order to fight and restore freedom and justice, to say it quite simply.

The dictatorship was certainly embodied by this stereotypical guy, and that's a little easy, but the good find were the clones. You could hit them in unlimited ways. There was no limit of violence as if it had been humans. They were clones, they could be exterminated without compassion, so there was no problems (laughs)!

It kind of legitimized the action that you had on screen, actually. Also, the dreamlike aspect (talking animals, cartoon design) went against most of the action games that there were at this time: mostly fighting games, pseudo realistic warfare or zombies, and Frederick wanted to take the opposite way. The main principles of game design were starting to be clear. Then the lore composed itself.

For example, Fred explained to us that there would be 2 suns, because there was no day and night cycle in the game. So, started from that : how do you justify that the planet is caught between two suns on its poles? (laughs)

Physically, it's stabilized, it still spins around, but there is no night and a permanent sunset at the equator. And then, why two hemispheres? That's level design: you start to divide the world to make you want to explore a world that has remained inaccessible for a long time in the game. But also because it fits well with the story of a small planetoid : there are 2 poles, 2 hemispheres, islands, seas, mountains... It looks like the Earth, but it is not the Earth.

Starting from that, I also decided to do the reverse of everything: that is to say that there is no ice at the poles (since there are the suns), so I told to myself that it would be cold at the equator (laughs)!

We also have this mountain range in its center, which marks the border between the two great regions. And from there, the idea was not to do a classical South to North migration, but to tell a story where people from the North would be forced to migrate to the south (laughs)!

There is no deliberately imagined political message in LBA, but we speak of totalitarianism and the harm it causes, with our own very westerner cultural references from "Western Europe", and our recent past full of crappy examples like this. There is an important scene for me: when you are alone in front of the char on the island of the citadel, at the beginning of the game. I am from the generation who knew Tien An Men. Therefore, you can, if you want, go and fight the soldiers at that point, but it's wasted.

So, yes, there is a world that may seem childish, for sure: you can talk to animals, for example, that kind of stuff, but even if it is not strictly politicized, there is still indeed a message. We are talking about a theme: that takes about freedom, of regaining your freedom.

Interview with Fred 12/March/2006:

Sendell is one entity with many "bodys", she can't exist in Twinsen's "reality", only in the stellar entity dimension

LBA3 will be more realistic, yes it will but don't panic it's just a question of the meaning of realistic, LBA will keep its style.

Be able to control Twinsen, Zoe and Arthur and may be others characters

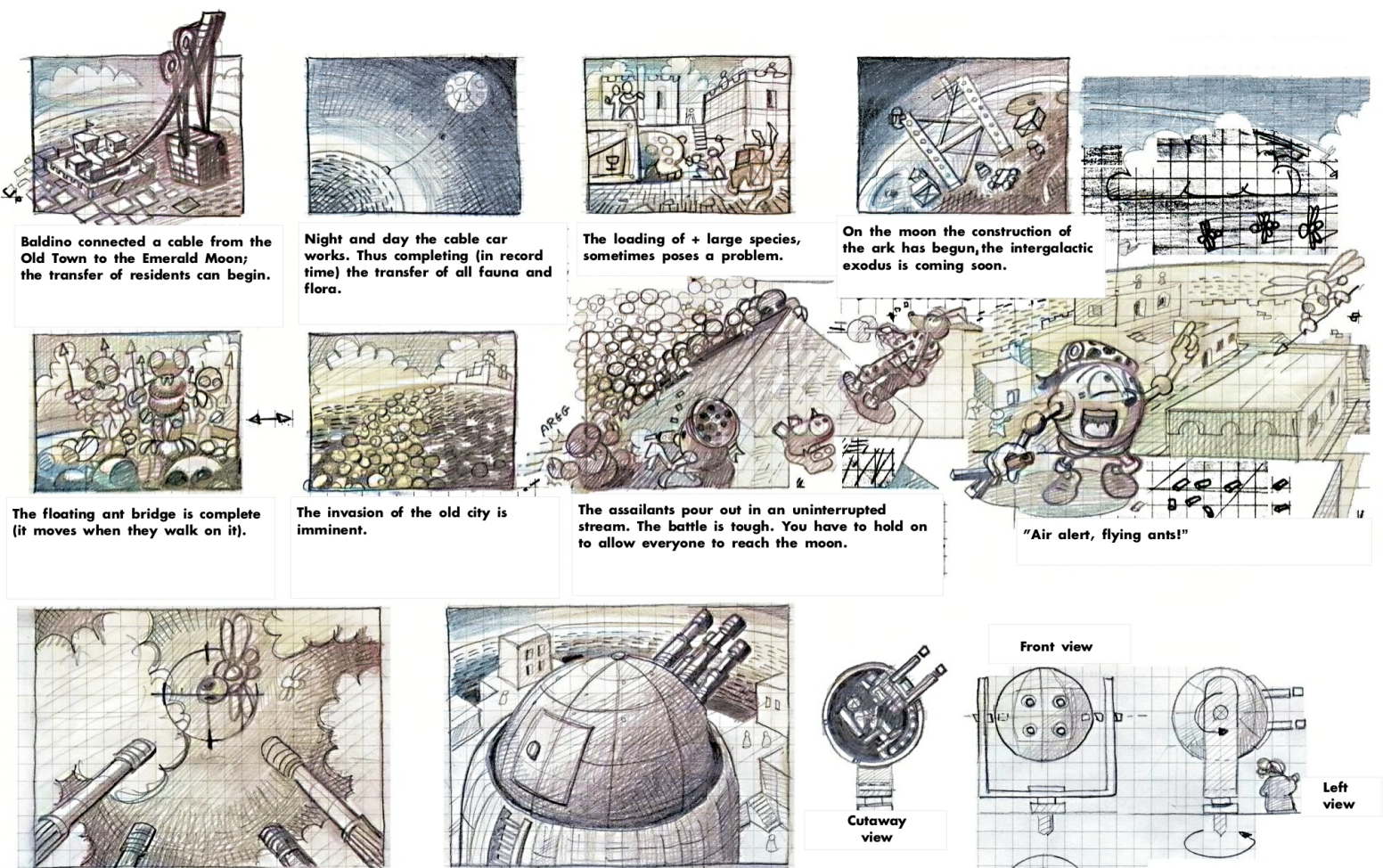
LBA3 should tell more about the past of Funfrocks and some other quickly mentioned past stories

Important facts: for instance, I was very touched with the Dinofly story, this ancient island full of them which was destroyed by Funrock, how could it be different than that now.



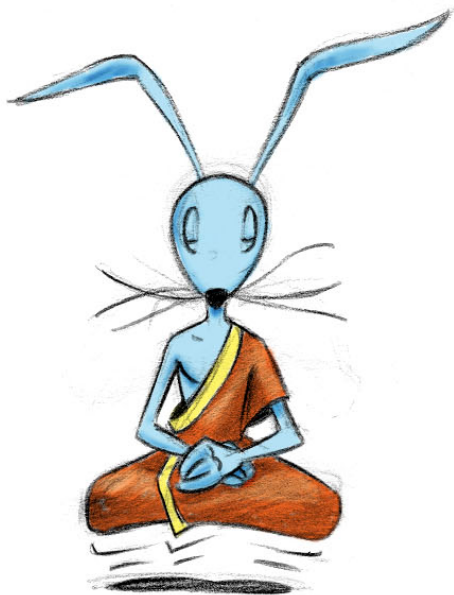
Fans can make their own LBA, if there are good ideas (like important story facts), we may try to stick with it if it is not too far from what will be anyway the official story in LBA3.

Translated and colored panels of that first sketch shown in this document
(my own work as a fan):

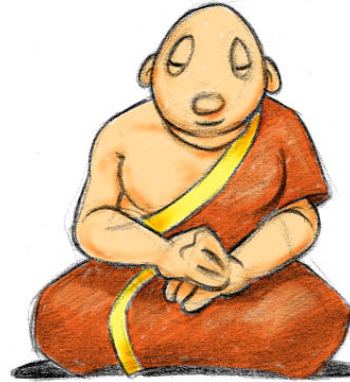


LBA 3 Sketches from mid 2000's:

LE DATALALAI



VERSION
LAPICHON



VERSION
QUETCH
(SANS COUETTE !)



ROSETTE
ET SA PIERRE



ARTHUR
AVEC SA LEVIBOARD
ET SA COUETTE DE "DJEUN'S"

* note "Rosette et sa pierre": Rosetta and her stone... "Rosetta Stone"

Arthur and his leviboard... "Levitating board".